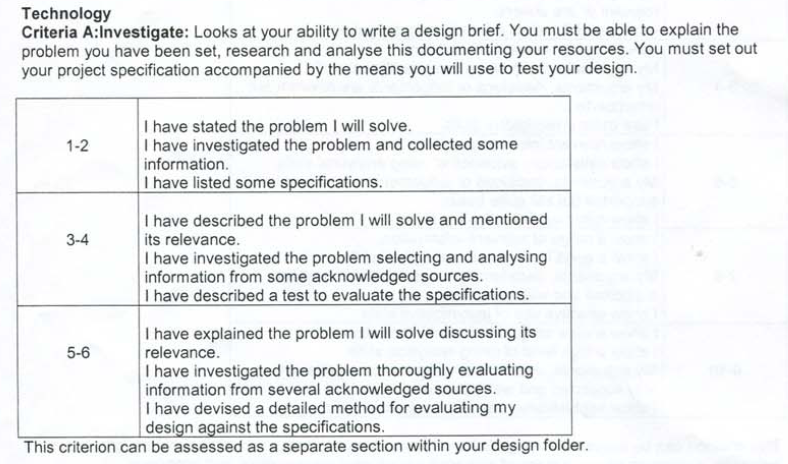
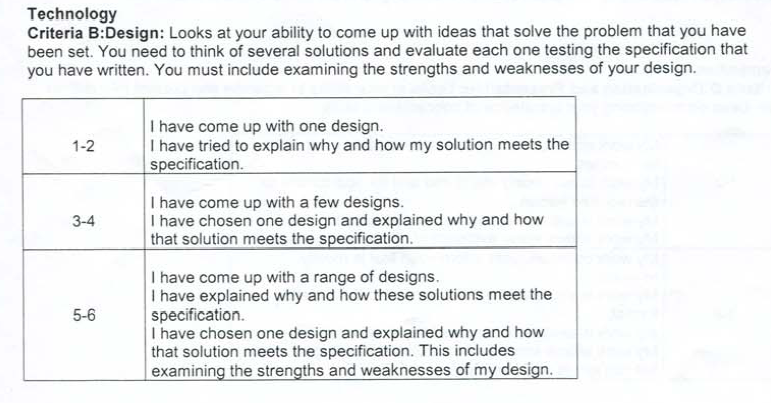
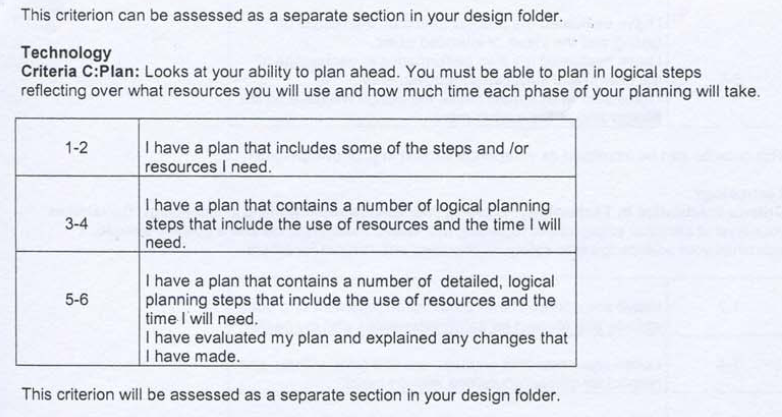
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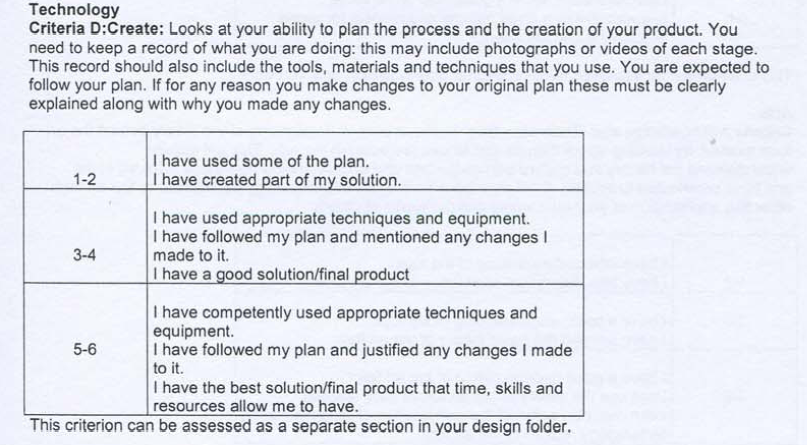
**Criteria A:** To get a 5 or 6 on a project using this rubric we must be able to explain the problem that we are trying to solve as well as how it is relevant to us as a community. Also we will need to learn how to investigate how we can fix this problem by researching the problem and effective weaknesses.



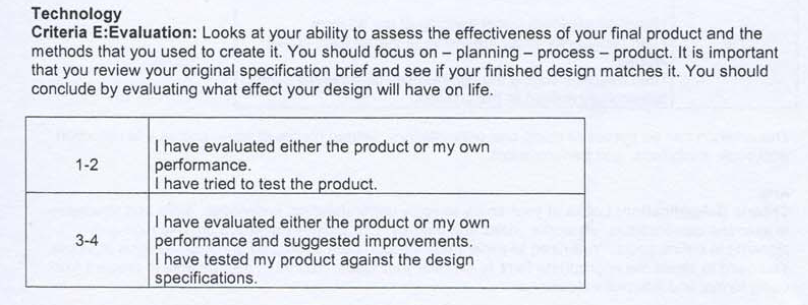
**Criteria B:** To get a 5 or 6 on a project using this rubric we must be able to devise many designs that can possibly fix the problems and explain how it fixes the problem. Then, pick one design out of the various designs you and your group have made and explain why it is the best solution to your problem and what might be the shortcomings of this project.

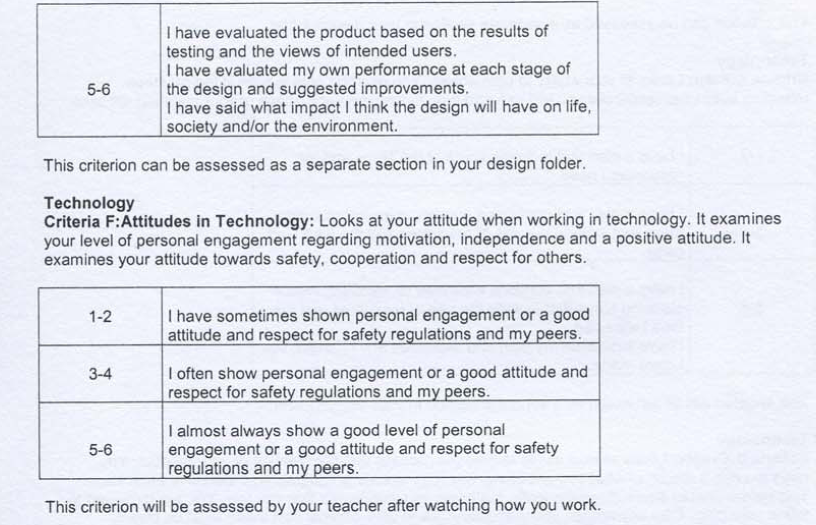


**Criteria C:** To get a 5 or 6 on a project using this rubric we must be able to devise a plan to make a logical design and the steps too make this designs.

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**Criteria D:** To get a 5 or 6 on a project using this rubric we must be able to use the techniques and equipment that you found in your research competently.

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**Criteria E:** To get a 5 or 6 on a project using this rubric we must be able to evaluate your product honestly according to the data collected while testing. Also, you must reflect on how you did on the project yourself and how this project would affect your community.

**Criteria F:** To get a 5 or 6 on a project using this rubric we must be able to be respectful to yourself and others while working positively and effectively.